

1. (Amended Twice) A method for playing games between players at remote locations;

connecting a plurality of mobile phones to a communication network for playing a game;

providing identification for each of the plurality of mobile phones, said identification being dedicated for playing purposes;

connecting the plurality of mobile phones together using said identifications dedicated for playing purposes;

setting up a game scenario for each of the plurality of mobile phones; and
transmitting game signals between the plurality of mobile phones across the network using the identifications for playing purposes.

2. (Amended) The method of claim 1, wherein at least one of the plurality of mobile phones are connected to the communication network through low power RF link.

3. (Amended Twice) The method of claim 1 wherein the identification for playing purposes provided for each of the plurality of mobile phones is a low power RF link telephone number.

15. (Amended Twice) A mobile phone, comprising:
a key pad for dialing, for controlling menu operation and for entering phone control functions;
a display for showing keypad entries and a game scenario;
a controller for processing user input and for controlling the display, the controller providing identification for playing purposes and using a transceiver to connect the mobile phone to at least one other mobile phone through a network using said identifications for playing purposes for playing an interactive game and transmitting game signals to the network for reception by the at least one other mobile phone.

17. (Amended Twice) The mobile phone of claim 15 wherein the identification for playing purposes is a low power RF link telephone number.

28. (Amended Twice) An interactive game system, comprising:
a network; and
a plurality of mobile phones coupled together through the network, each of the mobile phones comprising a controller for processing user input and for controlling a display, the controller providing identification for playing purposes and connecting the mobile phones through a network using a transceiver using said identifications for playing purposes for playing an interactive game and transmitting game signals to the network.

30. (Amended Twice) The interactive game system of claim 28 wherein the identification for playing purposes is a low power RF link telephone number.